PlayStation

NTSC | U/C

PlayStation

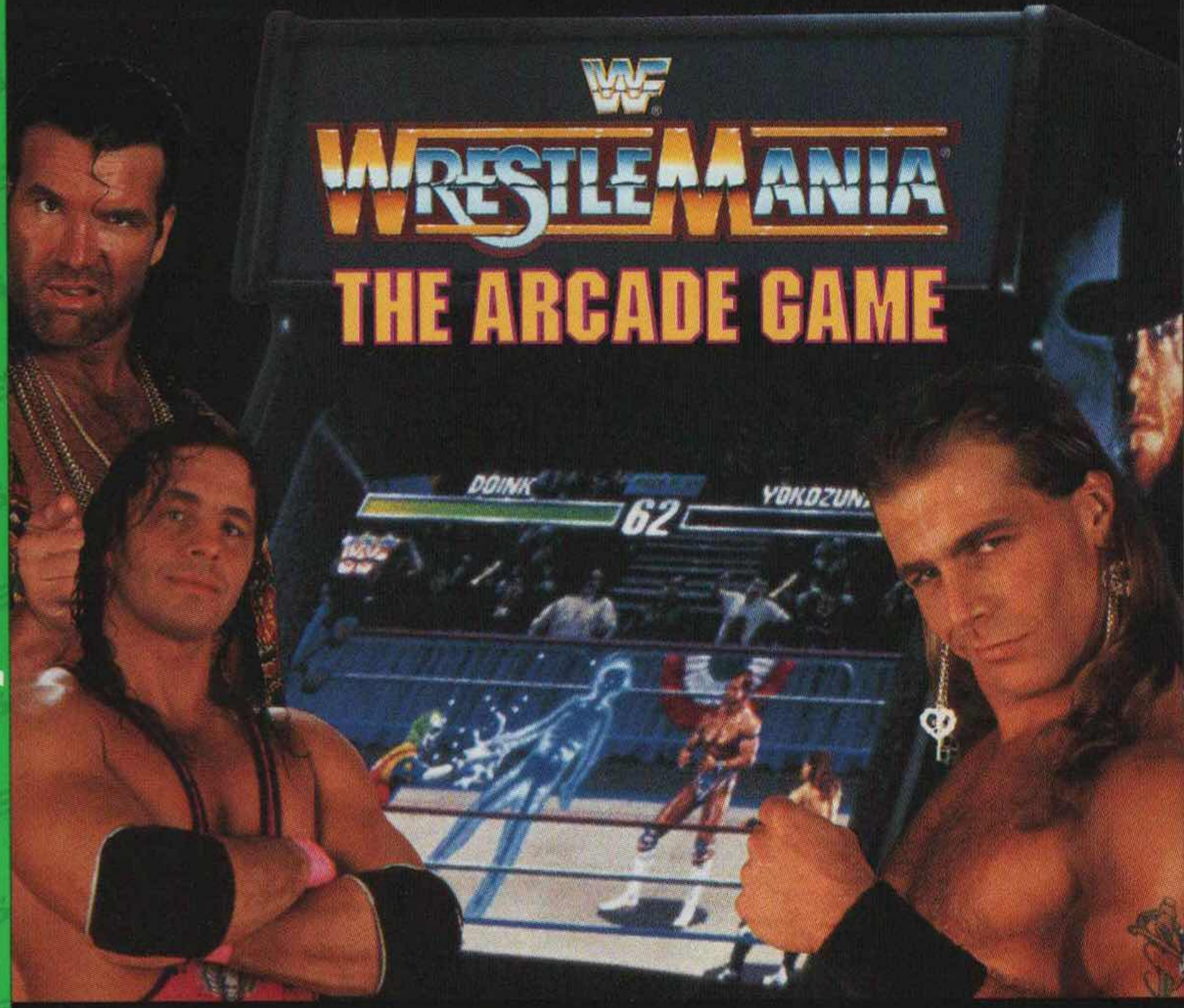
KIDS TO ADULTS

K-A

CONTENT RATED BY ESRB

SLUS-00013
#22039

WRESTLEMANIA
THE ARCADE GAME



OFFICIAL WORLD WRESTLING FEDERATION LICENSED PRODUCT

Acclaim

WARNING: READ BEFORE USING YOUR PLAYSTATION™ GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation™ game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION™ DISC:

- This compact disc is intended for use only with the PlayStation™ game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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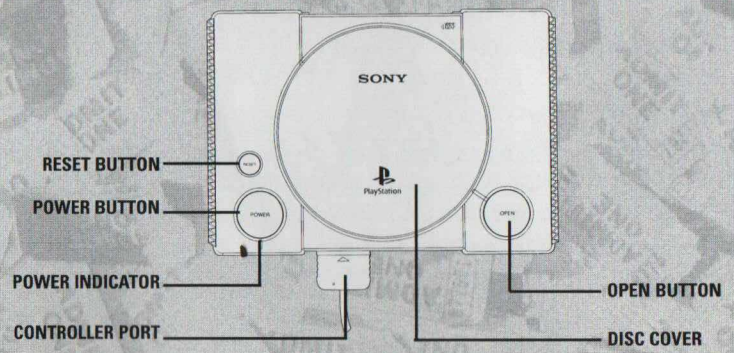
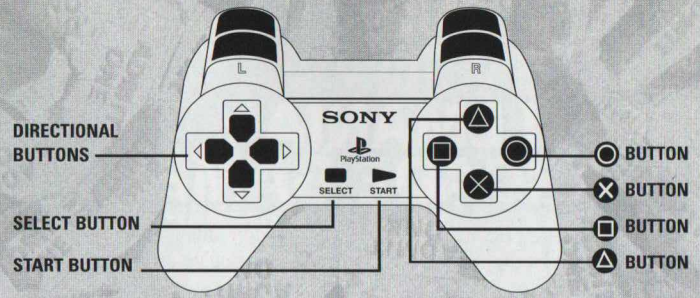
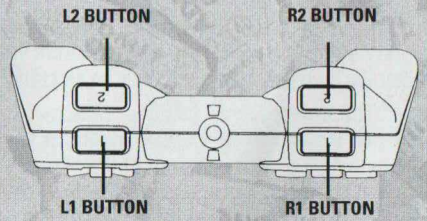
STARTING UP

1. Set up your PlayStation™ game console according to the instructions in its instruction manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the WrestleMania®: The Arcade Game disc and close the disk cover.
4. Insert game controllers and turn on the PlayStation™ game console. Follow on-screen instructions to start a game.

NOTE: WrestleMania®: The Arcade Game does not use the Memory Card save feature. When you see the WrestleMania®: The Arcade Game title screen, press the START button. You will then come to the Wrestler Select screen, where you can choose your wrestler and/or set game options.







LADIES AND GENTLEMEN– WF WRESTLEMANIA®: THE ARCADE GAME!

Sure, you've wrestled before. Maybe you've tried competing in the Royal Rumble®. Maybe you've taken the Steel Cage Challenge®. Maybe you've even tried wrestling Raw™!

So?

None of that can possibly prepare you for the wildest, most incredibly action-packed wrestling ever— WF WrestleMania®: The Arcade Game!

You can be Shawn Michaels™—and stun your opponent with the spectacular acrobatics of the Frankensteiner™! You can be the Undertaker®—and bury your opponent's chances of victory with the Tombstone Piledriver! You could be Yokozuna™—and crush your opponent with 568 pounds of Banzai Drop!

But WF WrestleMania®: The Arcade Game action goes far beyond even these sensational maneuvers! As Razor Ramon™, you can transform your arm into a razor swipe! As Doink™, you can literally stun your opponent with an electrified joy buzzer!

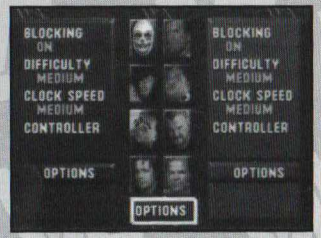
WF WrestleMania®: The Arcade Game is all this—and much more! It's two-on-one and three-on-one bouts on the way to the Intercontinental or World Wrestling Federation® Titles! It's senses-shattering action that spills out of the ring! It's a host of secret moves and maneuvers that you'll learn only through experience in—and out of—the ring! It's the most amazing wrestling action on the mat or in the air you'll ever experience!

It's WF WrestleMania®: The Arcade Game—and it's the most spectacularly sensational wrestling challenge the world has ever seen!

PREPARING TO ENTER THE RING

SETTING OPTIONS

WF WrestleMania®: The Arcade Game offers several ways to make your wrestling even more thrilling. To set options, highlight the Options box with the DIRECTIONAL BUTTON, then press any button. The Options Screen will pop up. Press UP or DOWN to highlight an option, and LEFT or RIGHT to toggle to the desired setting. When you're through, press the start button to return to the Wrestler Select screen.



NOTE: You can start a new game without having to reset options by pressing START to pause the game, then pressing START and SELECT simultaneously. You will go to the Title Screen, where you can begin play with your option settings intact.

Blocking
Choose to play with blocking ON or OFF.

Difficulty
Set the play difficulty, from Easy all the way to Get Real.

Clock Speed
Adjust the timer clock speed from Very Slow all the way to Very Fast.

Controller
Use this option to set the pre-set controller button configuration that suits you.

CHOOSING WRESTLERS

Press UP and DOWN on the DIRECTIONAL BUTTON to move the cursor to your favorite wrestler. Once you've selected a wrestler, press the X or START button to begin the merry mayhem of WrestleMania®: The Arcade Game!

If you are playing a two-player game, the computer will, after you've chosen your wrestlers, ask you to choose between a head-to-head bout or a cooperative tag team contest.

If you are playing a one-player game, the computer will choose your opponents automatically. You will also be asked whether you want to compete for the Intercontinental or World Wrestling Federation® Title. Make your decision wisely: There are serious challenges awaiting you in each case!

ONE PLAYER GAMES

Intercontinental Title: First, wrestle in four one-on-one bouts, then face a grueling series of vicious one-on-two matches, culminating in a savage one-on-three bout! Win them all, and you're the Intercontinental Champion!

World Wrestling Federation® Title: You wrestle two-on-one handicap bouts against all the other wrestlers, then you compete in a series of three-on-one bouts against all eight wrestlers! Then triumph in the final Royal Rumble® match and become the World Wrestling Federation® Champion!

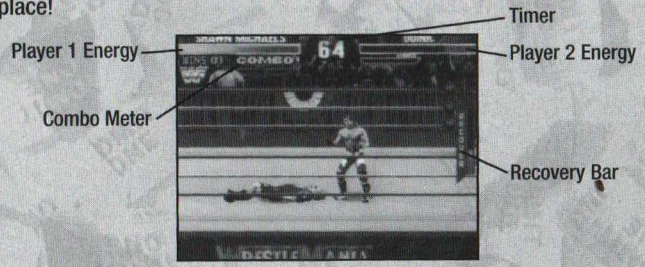
TWO PLAYER GAMES

Head to Head: You and an opponent battle it out in a best of three one-fall match!

Cooperative: You and a partner wrestle two-on-two against all the great athletes in WrestleMania®: The Arcade Game—including yourselves! Once one opponent is defeated, another rolls in to take a shot at the two of you. Once all eight wrestlers have been defeated, you're crowned as Tag Team Champions!

A LOOK AT THE ARENA

Here's a view of the ring where all the WrestleMania®: The Arcade Game action takes place!



PLAYER ONE ENERGY METER
This displays player one's remaining energy. It goes down as hits are sustained. When it's empty, you'll be on the canvas.

PLAYER TWO ENERGY METER

Same as player one

TIMER

Rounds consist of 99 seconds, after which the match is over. The winner at the end of the match is the one with the most energy.

RECOVERY BAR

This meter appears when you're really beaten down or on the ropes. Hasten your recovery by rapidly pressing any button.

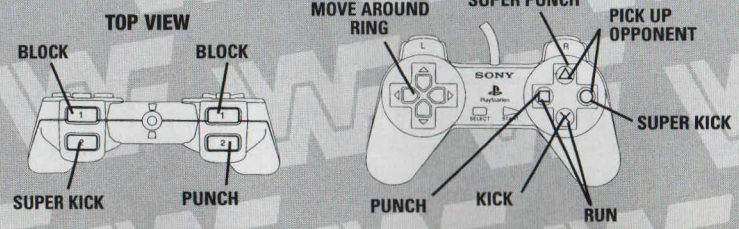
COMBO MOVES ALERT

Note: When the combo moves alert is activated (this happens after you successfully execute certain moves), you'll be able to unleash spectacular combo moves!

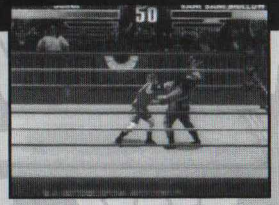
ESSENTIAL OFFENSE & DEFENSE

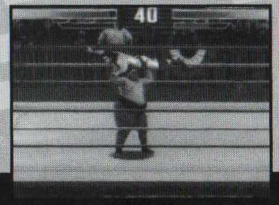
DEFAULT CONTROLS

Don't even think of climbing into the WrestleMania®: The Arcade Game ring unless you know the offensive and defensive basics!



OFFENSE:





To **MOVE AROUND THE RING,** use the **DIRECTIONAL BUTTON.**

To **RUN** from one side of the ring to the other and rebound off the ropes, press the ❑ and X BUTTONS simultaneously.

To **PUNCH** your opponent, press the ❑ BUTTON.

To throw a **SUPER PUNCH**, press the △ BUTTON.

To **KICK** your opponent, press the X BUTTON.

Unleash a **SUPER KICK** by pressing the O BUTTON.

Some wrestlers can **PICK UP** opponents by pressing the △ + O BUTTONS.

Some wrestlers can release an **UPPERCUT** by first doing a HEAD HOLD, then pressing DOWN + △ BUTTON.

To **THROW YOUR OPPONENT INTO THE ROPES,** move in close, then press AWAY, AWAY, △ BUTTON.

Get your foe in a **HEAD HOLD** by pressing TOWARDS, TOWARDS, △ BUTTON.

To **TAKE DOWN** your opponents, press AWAY, AWAY, ❑ BUTTON.

DEFENSE:

To **BLOCK** an opponent, press the **TOP RIGHT GRIP.**

To **PUSH AWAY A BLOCKED OPPONENT**, press the ❑ BUTTON.

To break your opponent's hold when he has you by the head, press the X BUTTON to kick him, or experiment with reversal moves by utilizing one of the following button combinations:
(a) DOWN, DOWN, SUPER KICK, or (b) TOWARD, TOWARD AND SUPER PUNCH. The resulting moves will be different for each wrestler—and these are not the only moves available! Experiment during competition to uncover all the available maneuvers!

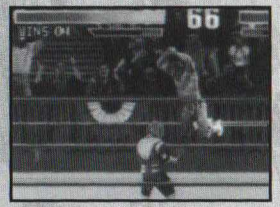
To **ROLL OUT** of the way when you've been dropped to the mat, press UP or DOWN on the DIRECTIONAL BUTTON.

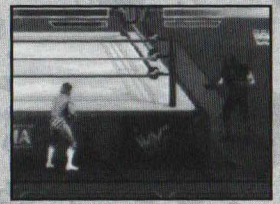
STEPPING UP THE ATTACK!

Now that you've mastered the basics, here are just some of the skills that will take you from fighting for survival to fighting for a victory!

Take to the Air!

Want to launch an attack from the top turnbuckle? Go for it! Move toward the upper left or right corner of the ring, then use the UP/RIGHT or UP/LEFT DIRECTIONAL BUTTON to climb to the top turnbuckle! Then press any moves button to soar above the ring!





Get Out of the Ring!

There are plenty of cases where the action gets so wild, the ring can't contain it all! Go ahead and battle your opponent on the arena floor... but get back into the ring before your energy is depleted, or you'll be disqualified and lose the match!

Combination Moves

Nothing is more devastating to opponents than combination moves! Some players have managed 30-hit combinations — now THAT'S GOT TO HURT! **Experiment to see what YOUR wrestler's particular combinations are!** When a combination hit is made, the combo counter appears on screen, telling you that somebody just got a whipping!

Second Wind

There's life after sudden-death in WrestleMania®: The Arcade Game! If you're pinned in the final round but your combo meter is lit, get a second wind by frantically pressing buttons.

THE SUPERSTARS OF WRESTLEMANIA®: THE ARCADE GAME!

The World Wrestling Federation® is home to the greatest athletes in the wrestling world today! On the pages that follow, you're provided with essential information that will help guide you through the unprecedented dangers of the WrestleMania®: The Arcade Game ring... and, with a lot of skill and just a little bit of luck, take you all the way to the Intercontinental Championship — or even the World Wrestling Federation® Title!

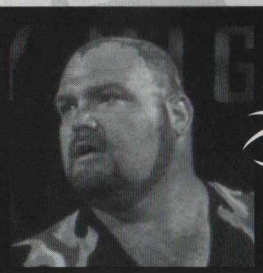
NOTE: The moves below assume that your opponent is to the right. To perform a move in the opposite direction, reverse the motion.

P =Punch Button

K =Kick

SP =Super Punch

SK =Super Kick

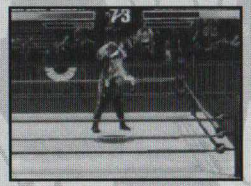


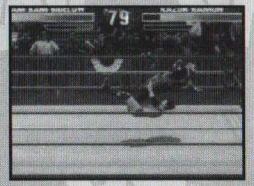
"I'm ready to make things hot for my opponent tonight!"

"Hailing from Asbury Park, New Jersey, standing 6'4" and weighing 360 pounds..."

"Hey, McMahon, maybe you can have somebody tattoo you a personality!"

"You've got to be impressed by those flaming tattoos on Bigelow's head!"





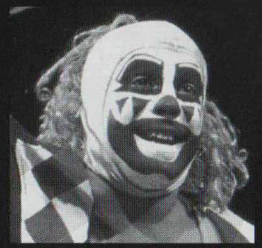
WRESTLEMANIA®: THE ARCADE GAME MAYHEM!
Figure out how to do the pogo piledriver!

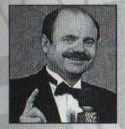
SUPERSTAR FAST FACT!
Bam Bam Bigelow™ wrestled football legend Lawrence Taylor at WrestleMania® XI!

FAVORITE MANEUVERS:

FIRE PUNCH: Hold P 3 seconds, then release and tap P
JUMP KICK: ←, ← SK
BACK DROP: ←, ← P
FLYING DROPKICK: Run, K or SK
SUPER CLOTHESLINE: Run, P or SP

"Hey, put 'er there, pal! Let's shake! Hey, whatsa matter—you don't trust me?!"

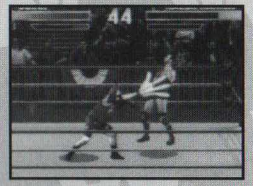




"This clever clown comes straight from the circus. He stands 6' and weighs in at 243 pounds..."

"Tricks? It all seems like cunning strategy to me, McMahon!"

"You never know what kinds of new tricks Doink™ has up his colorful sleeve!"



WRESTLEMANIA®: THE ARCADE GAME MAYHEM!
Figure out how to jolt your opponent with the joy buzzer!

FAVORITE MANEUVERS:

EAR SLAP: ↓↘→P
HAPPY HAMMER: →→SK
SUPER CLOTHESLINE: Run, P or SP
HIP TOSS: ←←P
HEAD SLAM: Head Hold, ↓↓SK

SUPERSTAR FAST FACT!
Doink™ and his midget-clown counterpart Dink™ teamed up to battle Bam Bam Bigelow™ and Luna™ at WrestleMania® X!

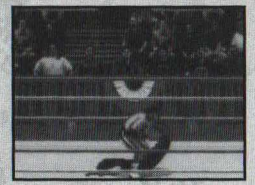
BRET HIT MAN HART

"In the WF, there is only one excellence of execution, and that's me, the 'Hit Man™'!"

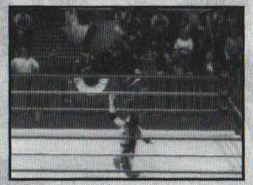
"Hailing from Calgary, Alberta, he stands 6' 1" and weighs 234 pounds..."

"Are you kidding, McMahon? I wouldn't spit on him if he were on fire!"

"Unquestionably one of your favorite wrestlers, Jerry Lawler™! Ha, ha, ha!"



WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to make 'em cry "Uncle" with the Sharpshooter!



WF SUPERSTAR FAST FACT!

At WF WrestleMania® XI, Bret Hart™ beat two-time former Federation Champion Bob Backlund™ in an "I Quit" match—using his own finishing move against him!

FAVORITE MANEUVERS:

EYE RAKE: ↓↘→ P

ROLLING UPPERCUT: ↓↘→ SP

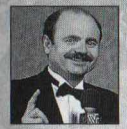
ARM DRAG: ←← P

BULLDOG: Head Hold, ↓↓ SK

FLYING CLOTHESLINE: Run, P or SP

"Nobody in the WF, can match my total package of brains and sheer power!"

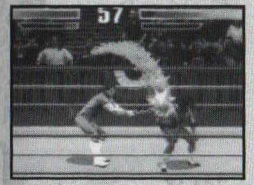
LEX LUGER™



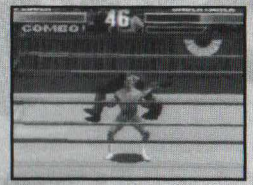
"This powerful native of Atlanta, Georgia, stands 6'5" and weighs 265 pounds..."

"Hey, it's Vince McMoto: master of the obvious!"

"Luger is unquestionably one of the most powerful athletes in the world today."



WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to smash your opponent with a medieval mace!



FAVORITE MANEUVERS:

SLIDING ELBOW: →→ P

DOUBLE AX HANDLE SMASH: When next to opponent, SP

VERTICAL SUPLEX: Head Hold, →→ SP

REBEL RACK: lift over head, ↑ SK

HIP TOSS: ←← P

WF SUPERSTAR FAST FACT!

Lex Luger™ is so strong, he once bodyslammed the then - 505 - pound Yokozuna™ on the deck of the aircraft carrier Intrepid!

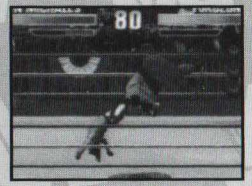
Shawn Michaels™

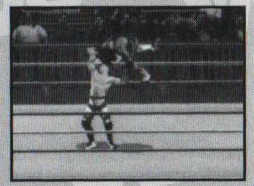
"Take a look at the best, folks— it's your pleasure and privilege to watch me wrestle!"

"From San Antonio, Texas, he stands 6'1" and weighs 227 pounds..."

"That's right, McMahon: Pound for pound, Michaels is the best in the WF —besides me, of course!"

"Now I know this truly is one of your favorite WF competitors, 'King' Lawler!"





WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to horrify your opponent with the Frankensteiner™!

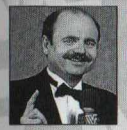
WF SUPERSTAR FAST FACT!
Shawn Michaels™ has twice held the WF Intercontinental Title!

FAVORITE MANEUVERS:

FRONT LEG TRIP: → → K
SUNSET FLIP: Run, SP
BODYSLAM: ← ← P
SPEED KICK: ↓ ↘ → K
ARM BEND: Head Hold, → → P

"You think you can handle this much machismo, man? Just give it a try, chico!"

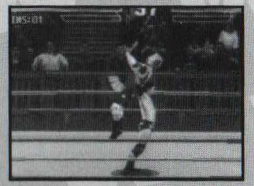
Razor Ramon™



"From Miami, Florida, standing 6'7" and weighing in at 287 pounds..."

"I'll bet Ramon has more machismo in one finger than you have in your whole body, McMahon!"

"The Bad Guy looks particularly determined tonight, Jerry Lawler!"



WF WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to shake your opponent like a rug!

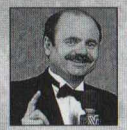
FAVORITE MANEUVERS:

UPPERCUT: Head Hold, ↓ SP
RAZOR'S EDGE: Head Hold, → → SP
PILEDRIVER: Head Hold, ↓ ↓ GK
HIP TOSS: ← ← P
RAZOR SWIPE: Head Hold, ↑ or ↓ P

WF SUPERSTAR FAST FACT!
Razor Ramon™ battled Shawn Michaels™ in a spectacularly memorable ladder match at WrestleMania® X!

UNDERTAKER®

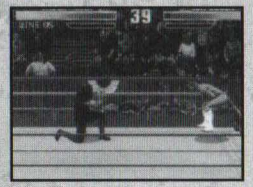
"My victory will be your funeral!"



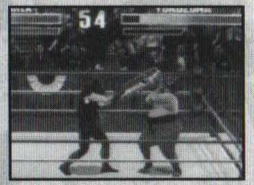
"This 6'11" star hails from Death Valley and weighs in at 322 pounds..."

"Yeah, Undertaker doesn't seem to be getting much sun these days, McMahon!"

"My goodness, that pasty-white flesh of his!"



WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to hurl punishing demons at your opponents!



SUPERSTAR FAST FACT!
The Undertaker® is a former World Wrestling Federation® Champion!

FAVORITE MANEUVERS:

SNAP MARE: ← ← P

SUPER UPPERCUT: Head Hold, ↓ SP

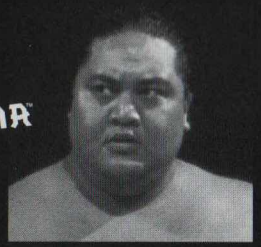
TOMBSTONE PILEDRIVER: → → SK

NECK BENDER: Hold P for 3 seconds, release

DROPKICK: Run, K or SK

"My man Yokozuna™ will crush anyone who gets in his way!"

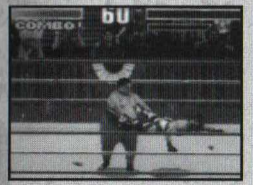
YOKOZUNA®



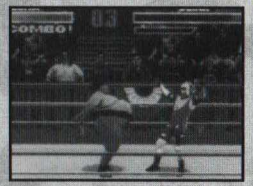
"This former sumo champion from Japan stands 6'4" and weighs a massive 568 pounds..."

"I'll bet just one of Yoko's thighs weighs more than all of Mr. Fuji!"

"Unquestionably, that is a big, big man! You certainly don't want to be on the wrong end of his Banzai Drop!



WRESTLEMANIA®: THE ARCADE GAME MAYHEM! Figure out how to hurl your opponent like a rag doll!



FAVORITE MANEUVERS:

BUCKET SLAM: SP next to opponent

BELLY BOUNCE: → → P

SCISSOR SMASH: → → SK

SUPLEX: Head Hold, ↓ ↓ SK

BANZAI DROP: Any button (except block) off the turnbuckle

SUPERSTAR FAST FACT!
Yokozuna™ is a two-time former World Wrestling Federation® Champion!

WRESTLEMANIA®: THE ARCADE GAME STRATEGIES FOR SURVIVAL!

Even if you've mastered everything in this manual, there's more to WrestleMania®: The Arcade Game than meets the eye! A few final tips will help take you beyond the squared circle into a new realm of WrestleMania®: The Arcade Game excitement!

*** Explore various combinations of buttons. You never know when you'll discover a brand-new move for a unique offensive or defensive situation!

*** In two-on-one and three-on-one handicap bouts, your opponents are likely to be so fired up they'll wind up battling each other! Use this advantage wisely!

*** If you're going to go to the air, move quickly: Just because you're on the top turnbuckle doesn't mean your opponent won't attack you and send YOU crashing to the arena floor!

NOTES

LOOK FOR

ALIEN™ TRILOGY

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